

10 selecting one of said audio responses in response to said selected ones of said  
11 plurality of statements.

*SUR*  
1 Claim 3. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2 skills] as defined by Claim 2, wherein  
3 said video selection network includes means controlled by said personality profile  
4 emulator for selecting one of said video vignettes in response to failure of the user  
5 to select one of said plurality of statements within a predetermined time period;  
6 and  
7 said audio selection network includes means controlled by said personality profile  
8 emulator for selecting one of said audio responses in response to failure of the  
9 user to select one of said plurality of statements within said predetermined time  
10 period.

*CWT* 1 Claim 4. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2 skills] as defined by Claim 2, wherein said personality profile emulator includes  
3 means for adjusting said interrelating functions of said logic means, further  
4 comprising:  
5 an alternate plurality of statements to be selected by the user of said apparatus,  
6 compiled from said plurality of statements; and  
7 said alternate statements selected from said plurality of statements according to a  
8 criterion established by said personality profile emulator in response to a history  
9 of said audio responses selected via said audio selection network.

1 Claim 5. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2 skills] as defined by Claim 2, wherein said personality profile emulator includes  
3 means for adjusting said interrelating functions of said logic means, further  
4 comprising:  
5 an alternate plurality of statements to be selected by the user of said apparatus  
6 compiled from said plurality of statements; and  
7 said alternate statements are selected from said plurality of statements according  
8 to a criterion established by said personality profile emulator in response to a  
9 history of said video vignettes selected via said video selection network.

1 Claim 6. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2 skills] as defined by Claim 2, wherein said personality profile emulator is  
3 modified in response to user selected ones of said plurality of statements to  
4 thereby alter said interrelating functions of said logic means.

1 Claim 7. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2 skills] as defined by Claim 2, further comprising means for establishing a  
3 performance score for the user of said apparatus as a function of a history of the  
4 selected ones of said plurality of statements.

1 Claim 8. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2 skills] as defined by Claim 7, further comprising means for establishing a  
3 performance score for the user of said apparatus as a function of the sequence of  
4 selection of said plurality of statements.

1 *Cont* 1 Claim 9. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2 skills] as defined by Claim 1, comprising:  
3 a personality profile emulation means for adjusting said interrelating functions of  
4 said logic means;  
5 a secondary listing of a plurality of statements to be selected by the user of said  
6 apparatus compiled from said plurality of statements and selected according to a  
7 criterion established by said personality profile emulation means in response to  
8 the interrelationship created by said logic means of said audio responses and said  
9 plurality of statements to be selected by the user.

1 Claim 10. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2 skills] as defined by Claim 9, wherein said plurality of statements comprising said  
3 secondary listing is selected according to a criterion established by said  
4 personality profile emulation means in response to the interrelationship created by  
5 said logic means of said video vignettes and said statements to be selected by the  
6 user.

1 Claim 11. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2 skills] as defined by Claim 10, wherein said personality profile emulation means

3           is modified in response to statements selected by the user from said listings of  
4           said plurality of statements to thereby alter said interrelating functions of said  
5           logic means.

1       Claim 12. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2           skills] as defined by Claim 10, comprising means for establishing a performance  
3           score for the user of said apparatus as a function of said statements selected by the  
4           user.

1       Claim 13. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2           skills] as defined by Claim 12, further comprising means for establishing a  
3           performance score for the user of said apparatus as a function of the sequence of  
4           selection of said statements selected by the user.

*Cont'd*      Claim 14. (ONCE AMENDED) [A] An interactive method [for creating a system for  
2           developing interpersonal skills], the steps of:  
3           creating a plurality of video vignettes simulating a person;  
4           creating a plurality of statements to be selected by a user of said apparatus;  
5           creating a plurality of audio responses for articulation by said simulated person;  
6           and  
7           creating [a] logic means for interrelating each of said audio responses, said video  
8           vignettes and said statements to be selected by the user.

*Sub.c4>*      Claim 15. (ONCE AMENDED) [A] An interactive method [for creating a system for  
2           developing interpersonal skills], as defined by Claim 14, wherein said step of  
3           creating logic means for interrelating each of said audio responses, said video  
4           vignettes and said statements to be selected by the user includes the steps of:  
5           creating an interrelated network linking said video vignettes with said statements  
6           to be selected by the user according to a personality profile;  
7           creating an interrelated network linking said audio responses with said statements  
8           to be selected by the user according to said personality profile; and  
9           creating an interrelated network linking said video vignettes with said audio  
10          responses.

*SAC*

1    Claim 16. (ONCE AMENDED) [A] An interactive method [for creating a system for  
2    developing interpersonal skills], as defined by Claim 15, wherein said step of  
3    creating [a] logic means for interrelating each of said audio responses, said video  
4    vignettes and said statements to be selected by the user includes the steps of:  
5    creating an interrelated network linking said video vignettes with the absence of  
6    said statements to be selected by the user according to said personality profile;  
7    and  
8    creating an interrelated network linking said audio responses with the absence of  
9    said statements to be selected by the user according to said personality profile.

*A*

*cont*

1    Claim 17. (ONCE AMENDED) [A] An interactive method [for developing interpersonal  
2    skills], including the steps of:  
3    selecting a statement from a list of prepared statements;  
4    observing facial expressions of a simulated person in a video presentation;  
5    observing body language of said simulated person in said video presentation;  
6    listening to an audio response by said simulated person; and  
7    selecting a statement from a list of prepared statements in response to said  
8    observed facial expressions, body language and audio response.

1    Claim 18. (ONCE AMENDED) [A] An interactive method [for developing interpersonal  
2    skills] as defined by Claim 17, including the step of repeating the steps of Claim  
3    17 until a determination regarding the veracity of said simulated person is made.

1    Claim 19. (ONCE AMENDED) [A] An interactive method [for developing interpersonal  
2    skills] as defined by Claim 18, including the step of signaling the program  
3    creating said video presentations and audio responses of said determination  
4    regarding the veracity of said simulated person.

1    Claim 20. (ONCE AMENDED) [A] An interactive method [for developing interpersonal  
2    skills] as defined by Claim 17, including the step of signaling the program  
3    creating said video presentations and audio responses if said video presentation  
4    constitutes a clue regarding the veracity of said simulated person.

1      Claim 21. (ONCE AMENDED) [A] An interactive method [for developing interpersonal  
2      skills] as defined by Claim 17, including the step of signaling the program  
3      creating said video presentations and audio responses if said audio response  
4      [constituted] constitutes a clue regarding the veracity of said simulated person.

*Subj*      1      Claim 22. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2      skills], comprising:  
3      a plurality of video vignettes simulating a person;  
4      a listing of a plurality of statements to be verbalized by the user of said apparatus;  
5      a plurality of audio responses for articulation by said simulated person; and  
6      a logic means for interrelating each of said audio responses, said video vignettes  
7      and said statements to be verbalized by the user.

*Subj*      1      >Claim 23. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2      skills] as defined by Claim 22, wherein said logic means for interrelating each of  
3      said audio responses, said video vignettes and said statements to be verbalized by  
4      the user comprises:  
5      a personality profile emulation;  
6      a video network linking said video vignettes with said statements to be verbalized  
7      by the user according to said personality profile emulation;  
8      an audio network linking said audio responses with said statements to be  
9      verbalized by the user according to said personality profile emulation; and  
10     means for linking said video vignettes with said audio responses according to said  
11     personality profile emulation.

*Subj*      1      Claim 24. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2      skills] as defined by Claim 23, wherein:  
3      said video network includes means linking said video vignettes with the absence  
4      of said statements to be verbalized by the user according to said personality  
5      profile emulation; and  
6      said audio network includes means linking said audio responses with the absence  
7      of said statements to be verbalized by the user according to said personality  
8      profile emulation.

1 Claim 25. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2 skills] as defined by Claim 24, comprising:  
3 a personality profile emulation means for adjusting said interrelating functions of  
4 said logic means;  
5 a secondary listing of a plurality of statements to be verbalized by the user of said  
6 apparatus compiled from said plurality of statements; and  
7 said secondary listing of a plurality of statements is selected from said listing of a  
8 plurality of statements according to a criterion established by said personality  
9 profile emulation means in response to the interrelationship created by said logic  
10 means of said audio responses and said statements to be verbalized by the user.

1 Claim 26. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2 skills] as defined by Claim 25, wherein said plurality of statements comprising  
3 said secondary listing is selected according to a criterion established by said  
4 personality profile emulation means in response to the interrelationship created by  
5 said logic means of said video vignettes and said plurality of statements to be  
6 verbalized by the user.

1 Claim 27. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2 skills] as defined by Claim 26, wherein said personality profile emulation means  
3 is modified in response to verbalization by the user of said plurality of statements  
4 from said listings to thereby alter said interrelating functions of said logic means.

1 Claim 28. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2 skills] as defined by Claim 27, comprising means for establishing a performance  
3 score for the user of said apparatus as a function of the statements selected from  
4 said plurality of statements verbalized by the user.

1 Claim 29. (ONCE AMENDED) An interactive apparatus [for developing interpersonal  
2 skills] as defined by Claim 28, comprising means for establishing a performance  
3 score for the user of said apparatus as a function of the sequence of verbalization  
4 of said statements selected from said plurality of statements verbalized by the  
5 user.

1 Claim 30. (ONCE AMENDED) [A] An interactive system [for developing interpersonal  
2 skills] as defined by Claim 22, comprising:  
3 a personality profile emulation means for adjusting said interrelating functions of  
4 said logic means;  
5 a secondary listing of a plurality of statements to be verbalized by the user of said  
6 apparatus compiled from said plurality of statements and selected according to a  
7 criterion established by said personality profile emulation means in response to  
8 the interrelationship of said audio responses and said statements to be verbalized  
9 by the user created by said logic means.

1 *AK* Claim 31. (ONCE AMENDED) [A] An interactive system [for developing interpersonal  
2 skills] as defined by Claim 30, wherein said plurality of statements comprising  
3 said secondary listing is selected according to a criterion established by said  
4 personality profile emulation means in response to the interrelationship created by  
5 said logic means of said video vignettes and said statements to be verbalized by  
6 the user.  
*cont*

1 Claim 32. (ONCE AMENDED) [A] An interactive system [for developing interpersonal  
2 skills] as defined by Claim 31, wherein said personality profile emulation means  
3 is modified in response to verbalization by the user of statements from said  
4 listings to thereby alter said interrelating functions of said logic means.

1 Claim 33. (ONCE AMENDED) [A] An interactive system [for developing interpersonal  
2 skills] as defined by Claim 31, comprising means for establishing a performance  
3 score for the user of said apparatus as a function of the statements selected from  
4 said plurality of statements verbalized by the user.

1 Claim 34. (ONCE AMENDED) [A] An interactive system [for developing interpersonal  
2 skills] as defined by Claim 33, comprising means for establishing a performance  
3 score for the user of said apparatus as a function of the sequence of verbalization  
4 of said statements selected from said plurality of statements verbalized by the  
5 user.

*Sub B*

1 Claim 35. (ONCE AMENDED) [A] An interactive method [for creating a system for  
2 developing interpersonal skills], comprising the steps of:  
3 creating a plurality of video vignettes simulating a person;  
4 creating a plurality of statements to be verbalized by the user;  
5 creating [a] means for recognizing verbalized ones of said plurality of statements;  
6 creating a plurality of audio responses for articulation by said simulated person;  
7 and  
8 creating [a] logic means for interrelating each of said audio responses, said video  
9 vignettes and said plurality of statements to be verbalized by the user.

*Sbj. (8)* Claim 36. (ONCE AMENDED) [A] An interactive method [for creating a system for  
2 developing interpersonal skills] as defined by Claim 35, wherein said step of  
3 creating logic means for interrelating each of said audio responses, said video  
4 vignettes and said plurality of statements to be verbalized by the user includes the  
5 steps of:  
6 creating an interrelated network linking said video vignettes with said recognized  
7 verbalized statements according to a personality profile;  
8 creating an interrelated network linking said audio responses with said recognized  
9 verbalized statements according to said personality profile; and  
10 creating an interrelated network linking said video vignettes with said audio  
11 responses.

*Cont*

1 Claim 37. (ONCE AMENDED) [A] An interactive method [for creating a system for  
2 developing interpersonal skills] as defined by Claim 36, wherein said step of  
3 creating logic means for interrelating each of said audio responses, said video  
4 vignettes and said plurality of statements to be verbalized by the user includes the  
5 steps of:  
6 creating an interrelated network linking said video vignettes and said audio  
7 responses with the absence of recognition of verbalized statements according to  
8 said personality profile.

1 Claim 38. (ONCE AMENDED) [A] An interactive method [for developing interpersonal  
2 skills], including the steps of:  
3 verbalizing a statement including one or more key words selected from a list of

4 prepared statements including said key words;  
5 observing the facial expression of a simulated person in a video presentation;  
6 observing the body language of said simulated person in said video presentation;  
7 listening to an audio response by said simulated person; and  
8 verbalizing a statement including one or more key words selected from a list of  
9 prepared statements including said key words in response to said observed facial  
10 expression and body language and said audio response.

1      1 Claim 39. (ONCE AMENDED) [A] An interactive method [for developing interpersonal  
2      2 skills] as defined by Claim 38, including the step of repeating the steps of Claim  
3      3 38 until a determination regarding the veracity of said simulated person is made.

1      1 *cont* Claim 40. (ONCE AMENDED) [A] An interactive method for developing interpersonal  
2      2 skills as defined by Claim 39, including the step of signaling the program creating  
3      3 said video presentations and audio responses of said determination regarding the  
4      4 veracity of said simulated person.

1      1 Claim 41. (ONCE AMENDED) [A] An interactive method [for developing interpersonal  
2      2 skills] as defined by Claim 38, including the step of signaling the program  
3      3 creating said video presentations and audio responses if said video presentation  
4      4 constituted a clue regarding the veracity of said simulated person.

1      1 Claim 42. (ONCE AMENDED) [A] An interactive method [for developing interpersonal  
2      2 skills] as defined by Claim 38, including the step of signaling the program  
3      3 creating said video presentations and audio responses if said audio response  
4      4 constituted a clue regarding the veracity of said simulated person.

1      1 *SJBS* Claim 43. (ONCE AMENDED) [A] An interactive system [for developing interpersonal  
2      2 skills], comprising:  
3      3 memory means including a plurality of statements;  
4      4 monitor means for video presentation; and  
5      5 keyboard means for selecting one of said plurality of statements in response to a  
6      6 visual cue from said monitor means or an audio cue, said video presentation  
7      7 responding to said selected one of said plurality of statements.

*AJ*

*Conc*

1 Claim 44. (ONCE AMENDED) [A] ~~An interactive method [for developing interpersonal~~  
2 skills with a simulated subject using electronic means,] said method comprising  
3 the steps of:  
4 initializing a program including weighted questions;  
5 allocating quantitative emotional values to rapport states, the quantitative  
6 emotional values for the rapport states adding up to 1;  
7 affecting the flow of the emotional values from [raport] ~~raport~~ state to rapport  
8 state based on stimuli derived from questions asked

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Please ADD the following new claims:

*AJ*

1 Claim 49. An interactive apparatus according to claim 1, wherein said interactive  
2 apparatus is voice activated.

1 Claim 50. An interactive method according to claim 14, wherein the user articulates the  
2 statements selected.

1 Claim 51. An interactive method according to claim 17, wherein the statement selected  
2 is articulated.

*AJ 2*

1 Claim 52. An interactive apparatus, according to claim 22, wherein said interactive  
2 apparatus is voice activated by articulating the statements to verbalized.

1 Claim 53. An interactive method according to claim 35, wherein said verbalized  
2 statements are articulated by the user.

1 Claim 54. An interactive method according to claim 38, wherein the step of verbalizing a  
2 statement includes articulating the statement to a voice activated system.

1 Claim 55. A computer readable medium that configures a computer to perform a  
2 method, said method comprising the steps of:  
3 initializing a program including weighted questions;  
4 allocating quantitative emotional values to rapport states; and  
5 affecting the flow of the emotional values from rapport state to rapport state

6 based on stimuli derived from questions either articulated by voice activation or entered  
7 via keyboard.

1 Claim 56. A computer readable medium embodying a program of instruction, said  
2 program comprising the instruction of:  
3 providing a stimulus value based on an average of all previous rapport values  
4 and current rapport values; and  
5 employing the algorithm

6

$$7 S_r = 0.8 [\text{memory} * S_{r-1} + (1-\text{memory}) * S_q] + 0.2 \text{ (average rapport value)}$$

8

9 where  $S_{r-1}$  is the stimulus before the last rapport value and  $S_q$  is the average  
10 rapport value of all previous rapport values and the current rapport value, for computing  
11 the stimulus value  $S_r$ .

*A<sup>2</sup>*  
*Cont*

1 Claim 57. A computer readable medium that stores a program, said program comprising:  
2 means for computing;  
3 means for viewing;  
4 means for entering information;  
5 means for quantifying emotional values allocated to rapport states; and  
6 means for computing a stimulus value.

1 Claim 58. A computer readable medium according to claim 57, wherein said means for  
2 computing a stimulus value includes employing the algorithm:

3

$$4 S_r = 0.8 [\text{memory} * S_{r-1} + (1-\text{memory}) * S_q] + 0.2 \text{ (average rapport value)}$$

5

6 where  $S_{r-1}$  is the stimulus before the last rapport value , and  $S_q$  is the average  
7 rapport value of all previous rapport values and the current rapport value for computing  
8 the stimulus value  $S_r$ .

1 Claim 59. A computer readable medium embodying a program of instruction, said  
2 program comprising:  
3 initializing personality parameters;  
4 initializing mood parameters;

5 computing a stimulus value;  
6 determining whether the stimulus value changed signs;  
7 changing a target state if the stimulus values changed signs;  
8 determining whether weights reached predetermined limits; and  
9 change weights in all states.

*A2*  
*cont.*  
*Sub B7*

1 Claim 60. A computer readable medium that stores a program, said program comprising:  
2 means for creating a simulated person;  
3 means for creating a plurality of statements to be verbalized;  
4 means for recognizing verbalized statements;  
5 means for creating a plurality of audio responses for articulation;  
6 means for creating logic means for interrelating said audio responses,  
7 simulated person and statements to be verbalized.

1 Claim 61. A computer readable medium that configures a computer to perform a  
2 method, said method comprising the steps of:  
3 simulating a person.  
4 selecting statements to be selected by a user;  
5 articulating audio responses by the simulated person; and  
6 interrelating the statements selected by the user, the audio response and the  
7 simulated person.

8 Claim 62. (ONCE AMENDED) An interactive apparatus comprising:  
9 a means for simulating a person;  
10 a plurality of statements to be selected by a user of said apparatus;  
11 a plurality of audio responses for articulation by said simulated person; and  
12 logic means for interrelating each of said statements to be selected by the user,  
13 said audio responses and said simulated person.

*ad*

1 Claim 63. An interactive method, the steps of:  
2 simulating a person;  
3 creating a plurality of statements to be selected by a user of said apparatus;  
4 creating a plurality of audio responses for articulation by said simulated person;  
5 and  
6 creating logic means for interrelating each of said audio responses, said simulated  
7 person and said statements to be selected by the user.

*compl*

1 Claim 64. An interactive apparatus comprising:  
2 means for simulating a person;  
3 a listing of a plurality of statements to be verbalized by the user of said apparatus;  
4 a plurality of audio responses for articulation by said simulated person; and  
5 a logic means for interrelating each of said audio responses, said simulated person  
6 and said statements to be verbalized by the user.

1 Claim 65. An interactive method comprising the steps of:  
2 simulating a person;  
3 creating a plurality of statements to be verbalized by the user;  
4 creating means for recognizing verbalized ones of said plurality of statements;  
5 creating plurality of audio responses for articulation by said simulated person; and  
6 creating logic means for interrelating each of said audio responses, said simulated  
7 person and said plurality of statements to be verbalized by the user.

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#### REMARKS

This Preliminary Amendment is filed to correct minor typographical and grammatical errors found therein. In addition, new claims 49-64 have been added to provide an additional scope of coverage for the invention. No new matter has been added.